

Background Information

TODO: A lot.

- Tile and palette animations
- Backgrounds with other special properties (e.g., Underwater, Peach's Castle, etc.)
- Table for BGs that use tile share?
- Details on BGs that are broken?

Bitmap Tables

Stored in BG_ncg/ folder.

Top Backgrounds

| Slot | Bitmap |
|--|-----------------------------------|
| 0: Grassland (hills and clouds) | d_2d_I_M_free_nohara_ncg.bin |
| 1: Castle | d_2d_I_M_free_yakata_ncg.bin |
| 2: Desert (pyramids, W2-Cannon) | d_2d_I_M_free_dokan_W2_ncg.bin |
| 3: Underground | d_2d_I_M_free_chika_ncg.bin |
| 4: Clouds | d_2d_I_M_free_kumo_ncg.bin |
| 5: Underwater | d_2d_W_M_free_suichu_ncg.bin |
| 6: Desert (pyramids) | d_2d_I_M_free_sabaku_ncg.bin |
| 7: Volcanoes 1 (inside) | d_2d_W_M_free_yougan_ncg.bin |
| 8: Grassland (Peach Castle) | d_2d_I_M_free_nohara_W1_1_ncg.bin |
| 9: Beach (cliffs) | d_2d_W_M_free_kaigan_ncg.bin |
| 10: Beach (cliffs) | d_2d_W_M_free_kaigan_ncg.bin |
| 11: Forest | d_2d_W_M_free_jungle_ncg.bin |
| 12: Grassland (blue/white hills and clouds) | d_2d_I_M_free_nohara2_ncg.bin |
| 13: Bushes on mountain [Unused] | d_2d_I_M_free_kinoko_ncg.bin |
| 14: Bushes on mountain [Unused] | d_2d_I_M_free_kinoko_ncg.bin |
| 15: Volcanoes 2 (outside) [including raining debris] | d_2d_W_M_free_kazan_ncg.bin |
| 16: Volcanoes 3 (outside) [Unused] | d_2d_W_M_free_kazangake_ncg.bin |
| 17: Snowy trees | d_2d_I_M_free_setsugen_ncg.bin |

| Slot | Bitmap |
|--|------------------------------------|
| 18: Snowy hills | d_2d_I_M_free_setsugen2_ncg.bin |
| 19: Bushes (W4-Cannon) | d_2d_I_M_free_dokan_W4_ncg.bin |
| 20: Desert sand | d_2d_I_M_free_sabaku5_ncg.bin |
| 21: Empty | None |
| 22: Volcanoes 3 (outside) [Unused] | d_2d_W_M_free_kazangake_ncg.bin |
| 23: Ghost house | d_2d_S_M_free_obakeyasiki_ncg.bin |
| 24: Mountains with clouds | d_2d_W_M_free_kazangake2_ncg.bin |
| 25: Mountains with clouds | d_2d_W_M_free_kazangake2_ncg.bin |
| 26: Snowy trees (darker, W5-Cannon) | d_2d_I_M_free_dokan_W5_ncg.bin |
| 27: Grassland (hills and clouds) | d_2d_I_M_free_nohara_ncg.bin |
| 28: Snowy trees | d_2d_I_M_free_setsugen_ncg.bin |
| 29: Pipes | d_2d_W_M_free_dokansoto_ncg.bin |
| 30: Sewer wall (W2-3) | d_2d_W_M_free_dokannaka_ncg.bin |
| 31: Volcano tower | d_2d_W_M_free_yougantate_ncg.bin |
| 32: Empty | None |
| 33: Low clouds | d_2d_I_M_free_kinoko3_ncg.bin |
| 34: Grassland (hills and clouds, W1-Cannon) | d_2d_I_M_free_dokan_W1_ncg.bin |
| 35: Empty | d_2d_I_M_free_sabaku_ncg.bin |
| 36: Stalagmites (glitchy) [Unused] | d_2d_I_M_free_chika2_ncg.bin |
| 37: Dark world 1 (dead trees, purple clouds) | d_2d_I_M_free_koopa_heigen_ncg.bin |
| 38: Dark world 2 (rocks, purple clouds) | d_2d_I_M_free_koopa_iwa_ncg.bin |
| 39: Tower | d_2d_I_M_free_toride_ncg.bin |
| 40: Ghost house exit | d_2d_S_M_free_obake_soto_ncg.bin |
| 41: Final Castle | d_2d_I_M_free_koopa_shiro_ncg.bin |
| 42: Toad house 1 | d_2d_W_M_free_kinokoA_ncg.bin |
| 43: Toad house 2 | d_2d_W_M_free_kinokoB_ncg.bin |
| 44: Toad house 3 | d_2d_W_M_free_kinokoC_ncg.bin |
| 45: Final Castle | d_2d_I_M_free_koopa_shiro_ncg.bin |
| 46: Toad house 4 | d_2d_W_M_free_kinokoD_ncg.bin |
| 47: Bowser Jr battle | d_2d_I_M_free_toride_boss_ncg.bin |
| 48: Beach (cliffs, tall) | d_2d_W_M_free_kaigan_ncg.bin |

| Slot | Bitmap |
|--|-------------------------------------|
| 49: Boss battle | d_2d_I_M_free_yakata_boss_ncg.bin |
| 50: Low clouds | d_2d_I_M_free_kinoko3_ncg.bin |
| 51: Foggy forest | d_2d_W_M_free_jungle2_ncg.bin |
| 52: Desert (pyramids) | d_2d_I_M_free_sabaku2_ncg.bin |
| 53: Desert (with underground bit) | d_2d_I_M_free_sabaku3_ncg.bin |
| 54: Foggy forest | d_2d_W_M_free_jungle2_ncg.bin |
| 55: Final boss battle | d_2d_I_M_free_koopa_boss_ncg.bin |
| 56: Volcanoes 2 (outside) | d_2d_W_M_free_kazan_ncg.bin |
| 57: Underwater cave | d_2d_W_M_free_suichu2_ncg.bin |
| 58: Light grey castle (W8 Castle 1) | d_2d_I_M_free_yakata_nise_ncg.bin |
| 59: Yellow clouds (Desert) | d_2d_I_M_free_kumo2_ncg.bin |
| 60: Beach (world 6 style, with bushes) | d_2d_W_M_free_kaigan2_ncg.bin |
| 61: Medium clouds | d_2d_I_M_free_yakata_bossW7_ncg.bin |
| 62: Stone wall | d_2d_I_M_free_choropu_ncg.bin |
| 63: Mummy-Pokey battle | d_2d_I_M_free_sabaku_boss_ncg.bin |
| 64: Desert (pyramids) | d_2d_I_M_free_sabaku_ncg.bin |
| 65: Desert (pyramids) | d_2d_I_M_free_sabaku_ncg.bin |
| 66: Desert (pyramids, higher) | d_2d_I_M_free_sabaku4_ncg.bin |
| 67: Empty | None |
| 68: Empty | None |
| 69: Empty | None |
| 70: Empty | None |
| 71: Empty | None |
| 72: Empty | None |
| 73: Empty | None |
| 74: Empty | None |
| 75: Grassland (hills and clouds) | d_2d_I_M_free_nohara_W1_1_ncg.bin |

Bottom Backgrounds

| Slot | Bitmap |
|--|------------------------------|
| 0: Grassland (orange hills and clouds) | d_2d_I_M_back_nohara_ncg.bin |

| Slot | Bitmap |
|--|-----------------------------------|
| 1: Castle | d_2d_I_M_back_yakata_ncg.bin |
| 2: Desert (blue sky, pyramids, W2-Cannon) | d_2d_I_M_back_dokan_W2_ncg.bin |
| 3: Underground | d_2d_I_M_back_chika_ncg.bin |
| 4: Clouds | d_2d_I_M_back_kumo_ncg.bin |
| 5: Underwater | d_2d_W_M_back_suichu_ncg.bin |
| 6: Desert (yellow sky, pyramids) | d_2d_I_M_back_sabaku_ncg.bin |
| 7: Volcanoes 1 (inside) | d_2d_W_M_back_yougan_ncg.bin |
| 8: Grassland (pastel hills and clouds) | d_2d_I_M_back_nohara_W1_1_ncg.bin |
| 9: Background clouds | d_2d_W_M_back_kaigan_ncg.bin |
| 10: Background mountains | d_2d_W_M_back_kazangake2_ncg.bin |
| 11: Forest | d_2d_W_M_back_jungle_ncg.bin |
| 12: Grassland (blue/white hills and clouds) | d_2d_I_M_back_nohara2_ncg.bin |
| 13: Background clouds 2 [Unused] | d_2d_I_M_back_kinoko_ncg.bin |
| 14: Background clouds 2 [Unused] | d_2d_I_M_back_kinoko_ncg.bin |
| 15: Volcanoes 2 (outside) [including raining debris] | d_2d_W_M_back_kazan_ncg.bin |
| 16: Volcanoes 3 (outside) [Unused] | d_2d_W_M_back_kazangake_ncg.bin |
| 17: Snowy trees | d_2d_I_M_back_setsugen_ncg.bin |
| 18: Snowy hills | d_2d_I_M_back_setsugen2_ncg.bin |
| 19: Background clouds (W4-Cannon) | d_2d_I_M_back_dokan_W4_ncg.bin |
| 20: Desert (blue sky, pyramids, higher) | d_2d_I_M_back_sabaku5_ncg.bin |
| 21: Bonus room (NES Mario and Luigi 1) | d_2d_I_M_back_mame_ncg.bin |
| 22: Volcanoes 3 (outside) [Unused] | d_2d_W_M_back_kazangake_ncg.bin |
| 23: Ghost house | d_2d_S_M_back_obakeyasiki_ncg.bin |
| 24: Background mountains | d_2d_W_M_back_kazangake2_ncg.bin |
| 25: Background mountains | d_2d_W_M_back_kazangake2_ncg.bin |
| 26: Purple sky (W5-Cannon) | d_2d_I_M_back_dokan_W5_ncg.bin |
| 27: Grassland (orange hills and clouds) | d_2d_I_M_back_nohara_ncg.bin |
| 28: Snowy hills | d_2d_I_M_back_setsugen2_ncg.bin |
| 29: Pipes | d_2d_W_M_back_dokansoto_ncg.bin |
| 30: Empty | d_2d_W_M_back_dokannaka_ncg.bin |
| 31: Volcano tower | d_2d_W_M_back_yougantate_ncg.bin |

| Slot | Bitmap |
|--|-------------------------------------|
| 32: Castle 2 | d_2d_I_M_back_toride_ncg.bin |
| 33: Clouds with orange hills at back | d_2d_I_M_back_kinoko3_ncg.bin |
| 34: Snowy hills (W1-Cannon) | d_2d_I_M_back_dokan_W1_ncg.bin |
| 35: Cave | d_2d_I_M_back_chika3_ncg.bin |
| 36: Stalagmites (glitchy) [Unused] | d_2d_I_M_back_chika3_ncg.bin |
| 37: Dark world 1 (dead trees, purple clouds) | d_2d_I_M_back_koopa_heigen_ncg.bin |
| 38: Dark world 2 (rocks, purple clouds) | d_2d_I_M_back_koopa_iwa_ncg.bin |
| 39: Tower | d_2d_I_M_back_toride_ncg.bin |
| 40: Ghost house exit | d_2d_S_M_back_obake_soto_ncg.bin |
| 41: Final Castle (Normal Jyotyu) | d_2d_I_M_back_koopa_shiro_ncg.bin |
| 42: Toad house 1 | d_2d_W_M_back_kinokoA_ncg.bin |
| 43: Toad house 2 | d_2d_W_M_back_kinokoB_ncg.bin |
| 44: Toad house 3 | d_2d_W_M_back_kinokoC_ncg.bin |
| 45: Final Castle (Blue Jyotyu) | d_2d_I_M_back_koopa_shiro_ncg.bin |
| 46: Toad house 4 | d_2d_W_M_back_kinokoD_ncg.bin |
| 47: Bowser Jr battle | d_2d_I_M_back_toride_boss_ncg.bin |
| 48: Background clouds (tall) | d_2d_W_M_back_kaigan_ncg.bin |
| 49: Boss battle | d_2d_I_M_back_yakata_boss_ncg.bin |
| 50: Background clouds | d_2d_W_M_back_kaigan_ncg.bin |
| 51: Background clouds | d_2d_W_M_back_kaigan_ncg.bin |
| 52: Desert (blue sky, pyramids) | d_2d_I_M_back_sabaku2_ncg.bin |
| 53: Desert (yellow sky, higher) | d_2d_I_M_back_sabaku3_ncg.bin |
| 54: Background mountains | d_2d_W_M_back_kazangake3_ncg.bin |
| 55: Final boss battle | d_2d_I_M_back_koopa_boss_ncg.bin |
| 56: Volcanoes 2 | d_2d_W_M_back_kazan_ncg.bin |
| 57: Underwater cave | d_2d_W_M_back_suichu_ncg.bin |
| 58: Light grey castle (W8 Castle 1) | d_2d_I_M_back_yakata_nise_ncg.bin |
| 59: Yellow clouds (Desert) | d_2d_I_M_back_kumo2_ncg.bin |
| 60: Big mountains (higher, world 6 beach) | d_2d_W_M_back_kaigan2_ncg.bin |
| 61: Background clouds | d_2d_I_M_back_yakata_bossW7_ncg.bin |
| 62: Background mountains | d_2d_W_M_back_kazangake2_ncg.bin |

| Slot | Bitmap |
|---|-----------------------------------|
| 63: Mummy-Pokey battle | d_2d_I_M_back_sabaku_boss_ncg.bin |
| 64: Desert (yellow sky, pyramids) | d_2d_I_M_back_sabaku_ncg.bin |
| 65: Desert (yellow sky, pyramids) | d_2d_I_M_back_sabaku_ncg.bin |
| 66: Desert (blue sky, pyramids, higher) | d_2d_I_M_back_sabaku4_ncg.bin |
| 67: Bonus room (NES Lakitu) [Unused] | d_2d_I_M_back_mame_ncg.bin |
| 68: Bonus room (NES Mario + Bowser) [Unused] | d_2d_I_M_back_mame_ncg.bin |
| 69: Bonus room (NES M/L swimming) [Unused] | d_2d_I_M_back_mame_ncg.bin |
| 70: Bonus room (NES Mario and Luigi 2) | d_2d_I_M_back_mame_ncg.bin |
| 71: Bonus room (NES Mario on vine) [Unused] | d_2d_I_M_back_mame_ncg.bin |
| 72: Bonus room (NES Mario and Luigi 3) [Unused] | d_2d_I_M_back_mame_ncg.bin |
| 73: Underground cave (red) | d_2d_I_M_back_chika4_ncg.bin |
| 74: Bonus room | d_2d_I_M_back_mame_bonus_ncg.bin |
| 75: Grassland (orange hills and clouds) | d_2d_I_M_back_nohara_VS_ncg.bin |

Animation Table

TBA

Palette Tables

Stored in BG_ncl/ folder.

Top Backgrounds

| Slot | Palette |
|---------------------------------|-----------------------------------|
| 0: Grassland (hills and clouds) | d_2d_I_M_free_nohara_ncl.bin |
| 1: Castle | d_2d_I_M_free_yakata_ncl.bin |
| 2: Desert (pyramids, W2-Cannon) | d_2d_I_M_free_dokan_W2_ncl.bin |
| 3: Underground | d_2d_I_M_free_cika_ncl.bin |
| 4: Clouds | d_2d_I_M_free_kumo_ncl.bin |
| 5: Underwater | d_2d_W_M_free_suichu_ncl.bin |
| 6: Desert (pyramids) | d_2d_I_M_free_sabaku_ncl.bin |
| 7: Volcanoes 1 (inside) | d_2d_W_M_free_yougan_ncl.bin |
| 8: Grassland (Peach Castle) | d_2d_I_M_free_nohara_W1_1_ncl.bin |

| Slot | Palette |
|--|------------------------------------|
| 9: Beach (cliffs) | d_2d_W_M_free_kaigan_ncl.bin |
| 10: Beach (cliffs) | d_2d_W_M_free_kaigan_ncl.bin |
| 11: Forest | d_2d_W_M_free_jungle_ncl.bin |
| 12: Grassland (blue/white hills and clouds) | d_2d_I_M_free_nohara2_ncl.bin |
| 13: Bushes on mountain [Unused] | d_2d_I_M_free_kinoko_ncl.bin |
| 14: Bushes on mountain [Unused] | d_2d_I_M_free_kinoko_ncl.bin |
| 15: Volcanoes 2 (outside) [including raining debris] | d_2d_W_M_free_kazan_ncl.bin |
| 16: Volcanoes 3 (outside) [Unused] | d_2d_W_M_free_kazangake_ncl.bin |
| 17: Snowy trees | d_2d_I_M_free_setsugen_ncl.bin |
| 18: Snowy hills | d_2d_I_M_free_setsugen2_ncl.bin |
| 19: Bushes (W4-Cannon) | d_2d_I_M_free_dokan_W4_ncl.bin |
| 20: Desert sand | d_2d_I_M_free_sabaku5_ncl.bin |
| 21: Empty | None |
| 22: Volcanoes 3 (outside) [Unused] | d_2d_W_M_free_kazangake_ncl.bin |
| 23: Ghost house | d_2d_S_M_free_obakeyasiki_ncl.bin |
| 24: Mountains with clouds | d_2d_W_M_free_kazangake2_ncl.bin |
| 25: Mountains with clouds | d_2d_W_M_free_kazangake2_ncl.bin |
| 26: Snowy trees (darker, W5-Cannon) | d_2d_I_M_free_dokan_W5_ncl.bin |
| 27: Grassland (hills and clouds) | d_2d_I_M_free_nohara_ncl.bin |
| 28: Snowy trees | d_2d_I_M_free_setsugen_ncl.bin |
| 29: Pipes | d_2d_W_M_free_dokansoto_ncl.bin |
| 30: Sewer wall (W2-3) | d_2d_W_M_free_dokannaka_ncl.bin |
| 31: Volcano tower | d_2d_W_M_free_yougantate_ncl.bin |
| 32: Empty | None |
| 33: Low clouds | d_2d_I_M_free_kinoko3_ncl.bin |
| 34: Grassland (hills and clouds, W1-Cannon) | d_2d_I_M_free_dokan_W1_ncl.bin |
| 35: Empty | None |
| 36: Stalagmites (glitchy) [Unused] | d_2d_I_M_free_chika2_ncl.bin |
| 37: Dark world 1 (dead trees, purple clouds) | d_2d_I_M_free_koopa_heigen_ncl.bin |
| 38: Dark world 2 (rocks, purple clouds) | d_2d_I_M_free_koopa_iwa_ncl.bin |
| 39: Tower | d_2d_I_M_free_toride_ncl.bin |

| Slot | Palette |
|--|-------------------------------------|
| 40: Ghost house exit | d_2d_S_M_free_obake_soto_ncl.bin |
| 41: Final Castle | d_2d_I_M_free_koopa_shiro_ncl.bin |
| 42: Toad house 1 | d_2d_W_M_free_kinokoA_ncl.bin |
| 43: Toad house 2 | d_2d_W_M_free_kinokoB_ncl.bin |
| 44: Toad house 3 | d_2d_W_M_free_kinokoC_ncl.bin |
| 45: Final Castle | d_2d_I_M_free_koopa_shiro_ncl.bin |
| 46: Toad house 4 | d_2d_W_M_free_kinokoD_ncl.bin |
| 47: Bowser Jr battle | d_2d_I_M_free_toride_boss_ncl.bin |
| 48: Beach (cliffs, tall) | d_2d_W_M_free_kaigan_ncl.bin |
| 49: Boss battle | d_2d_I_M_free_yakata_boss_ncl.bin |
| 50: Low clouds | d_2d_I_M_free_kinoko3_ncl.bin |
| 51: Foggy forest | d_2d_W_M_free_jungle2_ncl.bin |
| 52: Desert (pyramids) | d_2d_I_M_free_sabaku2_ncl.bin |
| 53: Desert (with underground bit) | d_2d_I_M_free_sabaku3_ncl.bin |
| 54: Foggy forest | d_2d_W_M_free_jungle2_ncl.bin |
| 55: Final boss battle | d_2d_I_M_free_koopa_boss_ncl.bin |
| 56: Volcanoes 2 (outside) | d_2d_W_M_free_kazan_ncl.bin |
| 57: Underwater cave | d_2d_W_M_free_suichu2_ncl.bin |
| 58: Light grey castle (W8 Castle 1) | d_2d_I_M_free_yakata_nise_ncl.bin |
| 59: Yellow clouds (Desert) | d_2d_I_M_free_kumo2_ncl.bin |
| 60: Beach (world 6 style, with bushes) | d_2d_W_M_free_kaigan2_ncl.bin |
| 61: Medium clouds | d_2d_I_M_free_yakata_bossW7_ncl.bin |
| 62: Stone wall | d_2d_W_M_free_choropu_ncl.bin |
| 63: Mummy-Pokey battle | d_2d_I_M_free_sabaku_boss_ncl.bin |
| 64: Desert (pyramids) | d_2d_I_M_free_sabaku_ncl.bin |
| 65: Desert (pyramids) | d_2d_I_M_free_sabaku_ncl.bin |
| 66: Desert (pyramids, higher) | d_2d_I_M_free_sabaku4_ncl.bin |
| 67: Empty | None |
| 68: Empty | None |
| 69: Empty | None |
| 70: Empty | None |

| Slot | Palette |
|----------------------------------|---------------------------------|
| 71: Empty | None |
| 72: Empty | None |
| 73: Empty | None |
| 74: Empty | None |
| 75: Grassland (hills and clouds) | d_2d_I_M_free_nohara_VS_ncl.bin |

Bottom Backgrounds

| Slot | Palette |
|--|-----------------------------------|
| 0: Grassland (orange hills and clouds) | d_2d_I_M_back_nohara_ncl.bin |
| 1: Castle | d_2d_I_M_back_yakata_ncl.bin |
| 2: Desert (blue sky, pyramids, W2-Cannon) | d_2d_I_M_back_dokan_W2_ncl.bin |
| 3: Underground | d_2d_I_M_back_cika_ncl.bin |
| 4: Clouds | d_2d_I_M_back_kumo_ncl.bin |
| 5: Underwater | d_2d_W_M_back_suichu_ncl.bin |
| 6: Desert (yellow sky, pyramids) | d_2d_I_M_back_sabaku_ncl.bin |
| 7: Volcanoes 1 (inside) | d_2d_W_M_back_yougan_ncl.bin |
| 8: Grassland (pastel hills and clouds) | d_2d_I_M_back_nohara_W1_1_ncl.bin |
| 9: Background clouds | d_2d_W_M_back_kaigan_ncl.bin |
| 10: Background mountains | d_2d_W_M_back_kazangake2_ncl.bin |
| 11: Forest | d_2d_W_M_back_jungle_ncl.bin |
| 12: Grassland (blue/white hills and clouds) | d_2d_I_M_back_nohara2_ncl.bin |
| 13: Background clouds 2 [Unused] | d_2d_I_M_back_kinoko_ncl.bin |
| 14: Background clouds 2 [Unused] | d_2d_I_M_back_kinoko_ncl.bin |
| 15: Volcanoes 2 (outside) [including raining debris] | d_2d_W_M_back_kazan_ncl.bin |
| 16: Volcanoes 3 (outside) [Unused] | d_2d_W_M_back_kazangake_ncl.bin |
| 17: Snowy trees | d_2d_I_M_back_setsugen_ncl.bin |
| 18: Snowy hills | d_2d_I_M_back_setsugen2_ncl.bin |
| 19: Background clouds (W4-Cannon) | d_2d_I_M_back_dokan_W4_ncl.bin |
| 20: Desert (blue sky, pyramids, higher) | d_2d_I_M_back_sabaku5_ncl.bin |
| 21: Bonus room (NES Mario and Luigi 1) | d_2d_I_M_back_mame_ncl.bin |
| 22: Volcanoes 3 (outside) [Unused] | d_2d_W_M_back_kazangake_ncl.bin |

| Slot | Palette |
|--|------------------------------------|
| 23: Ghost house | d_2d_S_M_back_obakeyasiki_ncl.bin |
| 24: Background mountains | d_2d_W_M_back_kazangake2_ncl.bin |
| 25: Background mountains | d_2d_W_M_back_kazangake2_ncl.bin |
| 26: Purple sky (W5-Cannon) | d_2d_I_M_back_dokan_W5_ncl.bin |
| 27: Grassland (orange hills and clouds) | d_2d_I_M_back_nohara_ncl.bin |
| 28: Snowy hills | d_2d_I_M_back_setsugen2_ncl.bin |
| 29: Pipes | d_2d_W_M_back_dokansoto_ncl.bin |
| 30: Empty | d_2d_W_M_back_dokannaka_ncl.bin |
| 31: Volcano tower | d_2d_W_M_back_yougantate_ncl.bin |
| 32: Castle 2 | d_2d_I_M_back_toride_ncl.bin |
| 33: Clouds with orange hills at back | d_2d_I_M_back_kinoko3_ncl.bin |
| 34: Snowy hills (W1-Cannon) | d_2d_I_M_back_dokan_W1_ncl.bin |
| 35: Cave | d_2d_I_M_back_chika3_ncl.bin |
| 36: Stalagmites (glitchy) [Unused] | d_2d_I_M_back_chika2_ncl.bin |
| 37: Dark world 1 (dead trees, purple clouds) | d_2d_I_M_back_koopa_heigen_ncl.bin |
| 38: Dark world 2 (rocks, purple clouds) | d_2d_I_M_back_koopa_iwa_ncl.bin |
| 39: Tower | d_2d_I_M_back_toride_ncl.bin |
| 40: Ghost house exit | d_2d_S_M_back_obake_soto_ncl.bin |
| 41: Final Castle (Normal Jyotyu) | d_2d_I_M_back_koopa_shiro_ncl.bin |
| 42: Toad house 1 | d_2d_W_M_back_kinokoA_ncl.bin |
| 43: Toad house 2 | d_2d_W_M_back_kinokoB_ncl.bin |
| 44: Toad house 3 | d_2d_W_M_back_kinokoC_ncl.bin |
| 45: Final Castle (Blue Jyotyu) | d_2d_I_M_back_koopa_shiro_ncl.bin |
| 46: Toad house 4 | d_2d_W_M_back_kinokoD_ncl.bin |
| 47: Bowser Jr battle | d_2d_I_M_back_toride_boss_ncl.bin |
| 48: Background clouds (tall) | d_2d_W_M_back_kaigan_ncl.bin |
| 49: Boss battle | d_2d_I_M_back_yakata_boss_ncl.bin |
| 50: Background clouds | d_2d_W_M_back_kaigan_ncl.bin |
| 51: Background clouds | d_2d_W_M_back_kaigan_ncl.bin |
| 52: Desert (blue sky, pyramids) | d_2d_I_M_back_sabaku2_ncl.bin |
| 53: Desert (yellow sky, higher) | d_2d_I_M_back_sabaku3_ncl.bin |

| Slot | Palette |
|---|-------------------------------------|
| 54: Background mountains | d_2d_W_M_back_kazangake3_ncl.bin |
| 55: Final boss battle | d_2d_I_M_back_koopa_boss_ncl.bin |
| 56: Volcanoes 2 | d_2d_W_M_back_kazan_ncl.bin |
| 57: Underwater cave | d_2d_W_M_back_suichu_ncl.bin |
| 58: Light grey castle (W8 Castle 1) | d_2d_I_M_back_yakata_nise_ncl.bin |
| 59: Yellow clouds (Desert) | d_2d_I_M_back_kumo2_ncl.bin |
| 60: Big mountains (higher, world 6 beach) | d_2d_W_M_back_kaigan2_ncl.bin |
| 61: Background clouds | d_2d_I_M_back_yakata_bossW7_ncl.bin |
| 62: Background mountains | d_2d_W_M_back_kazangake2_ncl.bin |
| 63: Mummy-Pokey battle | d_2d_I_M_back_sabaku_boss_ncl.bin |
| 64: Desert (yellow sky, pyramids) | d_2d_I_M_back_sabaku_ncl.bin |
| 65: Desert (yellow sky, pyramids) | d_2d_I_M_back_sabaku_ncl.bin |
| 66: Desert (blue sky, pyramids, higher) | d_2d_I_M_back_sabaku4_ncl.bin |
| 67: Bonus room (NES Lakitu) [Unused] | d_2d_I_M_back_mame_ncl.bin |
| 68: Bonus room (NES Mario + Bowser) [Unused] | d_2d_I_M_back_mame_ncl.bin |
| 69: Bonus room (NES M/L swimming) [Unused] | d_2d_I_M_back_mame_ncl.bin |
| 70: Bonus room (NES Mario and Luigi 2) | d_2d_I_M_back_mame_ncl.bin |
| 71: Bonus room (NES Mario on vine) [Unused] | d_2d_I_M_back_mame_ncl.bin |
| 72: Bonus room (NES Mario and Luigi 3) [Unused] | d_2d_I_M_back_mame_ncl.bin |
| 73: Underground cave (red) | d_2d_I_M_back_chika4_ncl.bin |
| 74: Bonus room | d_2d_I_M_back_mame_bonus_ncl.bin |
| 75: Grassland (orange hills and clouds) | d_2d_I_M_back_nohara_VS_ncl.bin |

Palette Animation Tables

Stored in BG_ncl/ folder. Do note that while the background slots load the palettes, the tileset slot determines if the animations play.

Top Backgrounds

| Slot | Palette |
|-------------------------|-----------------------------------|
| 7: Volcanoes 1 (inside) | d_2d_Bg3_TEN_W_yougan_ncl.bin |
| 31: Volcano tower | d_2d_Bg3_TEN_W_yougantate_ncl.bin |

Bottom Backgrounds

| Slot | Palette |
|-------------------------|-----------------------------------|
| 7: Volcanoes 1 (inside) | d_2d_Bg1_TEN_W_yougan_ncl.bin |
| 31: Volcano tower | d_2d_Bg1_TEN_W_yougantate_ncl.bin |

Tilemap Tables

Stored in BG_nsc/ folder.

Top Backgrounds

| Slot | Tilemap |
|--|--------------------------------------|
| 0: Grassland (hills and clouds) | d_2d_I_M_free_nohara_UR_nsc.bin |
| 1: Castle | d_2d_I_M_free_yakata_UR_nsc.bin |
| 2: Desert (pyramids, W2-Cannon) | d_2d_I_M_free_dokan_W2_UR_nsc.bin |
| 3: Underground | d_2d_I_M_free_chika_R_nsc.bin |
| 4: Clouds | d_2d_I_M_free_kumo_R_nsc.bin |
| 5: Underwater | d_2d_W_M_free_suichu_mizu_UR_nsc.bin |
| 6: Desert (pyramids) | d_2d_I_M_free_sabaku_UR_nsc.bin |
| 7: Volcanoes 1 (inside) | d_2d_W_M_free_yougan_nsc.bin |
| 8: Grassland (Peach Castle) | d_2d_I_M_free_nohara_W1_1_nsc.bin |
| 9: Beach (cliffs) | d_2d_W_M_free_kaigan_UR_nsc.bin |
| 10: Beach (cliffs) | d_2d_W_M_free_kaigan_UR_nsc.bin |
| 11: Forest | d_2d_W_M_free_jungle_nsc.bin |
| 12: Grassland (blue/white hills and clouds) | d_2d_I_M_free_nohara2_UR_nsc.bin |
| 13: Bushes on mountain [Unused] | d_2d_I_M_free_kinoko_nsc.bin |
| 14: Bushes on mountain [Unused] | d_2d_I_M_free_kinoko_nsc.bin |
| 15: Volcanoes 2 (outside) [including raining debris] | d_2d_W_M_free_kazan_nsc.bin |
| 16: Volcanoes 3 (outside) [Unused] | d_2d_W_M_free_kazangake_nsc.bin |
| 17: Snowy trees | d_2d_I_M_free_setsugen_UR_nsc.bin |
| 18: Snowy hills | d_2d_I_M_free_setsugen2_UR_nsc.bin |
| 19: Bushes (W4-Cannon) | d_2d_I_M_free_dokan_W4_UR_nsc.bin |
| 20: Desert sand | d_2d_I_M_free_sabaku5_nsc.bin |
| 21: Empty | None |

| Slot | Tilemap |
|--|---------------------------------------|
| 22: Volcanoes 3 (outside) [Unused] | d_2d_W_M_free_kazangake_01_nsc.bin |
| 23: Ghost house | d_2d_S_M_free_obakeyasiki_UR_nsc.bin |
| 24: Mountains with clouds | d_2d_W_M_free_kazangake2_UR_nsc.bin |
| 25: Mountains with clouds | d_2d_W_M_free_kazangake2_UR_nsc.bin |
| 26: Snowy trees (darker, W5-Cannon) | d_2d_I_M_free_dokan_W5_UR_nsc.bin |
| 27: Grassland (hills and clouds) | d_2d_I_M_free_nohara_UR_nsc.bin |
| 28: Snowy trees | d_2d_I_M_free_setsugen_UR_nsc.bin |
| 29: Pipes | d_2d_W_M_free_dokansoto_R_nsc.bin |
| 30: Sewer wall (W2-3) | d_2d_W_M_free_dokannaka_R_nsc.bin |
| 31: Volcano tower | d_2d_W_M_free_yougantate_R_nsc.bin |
| 32: Empty | None |
| 33: Low clouds | d_2d_I_M_free_kinoko3_UR_nsc.bin |
| 34: Grassland (hills and clouds, W1-Cannon) | d_2d_I_M_free_dokan_W1_UR_nsc.bin |
| 35: Empty | None |
| 36: Stalagmites (glitchy) [Unused] | d_2d_I_M_free_chika2_nsc.bin |
| 37: Dark world 1 (dead trees, purple clouds) | d_2d_I_M_free_koopa_heigen_UR_nsc.bin |
| 38: Dark world 2 (rocks, purple clouds) | d_2d_I_M_free_koopa_iwa_UR_nsc.bin |
| 39: Tower | d_2d_I_M_free_toride_UR_nsc.bin |
| 40: Ghost house exit | d_2d_S_M_free_obake_soto_UR_nsc.bin |
| 41: Final Castle | d_2d_I_M_free_koopa_shiro_UR_nsc.bin |
| 42: Toad house 1 | d_2d_W_M_free_kinokoA_nsc.bin |
| 43: Toad house 2 | d_2d_W_M_free_kinokoB_nsc.bin |
| 44: Toad house 3 | d_2d_W_M_free_kinokoC_nsc.bin |
| 45: Final Castle | d_2d_I_M_free_koopa_shiro_UR_nsc.bin |
| 46: Toad house 4 | d_2d_W_M_free_kinokoD_nsc.bin |
| 47: Bowser Jr battle | d_2d_I_M_free_toride_boss_nsc.bin |
| 48: Beach (cliffs, tall) | d_2d_W_M_free_kaigan_SR_nsc.bin |
| 49: Boss battle | d_2d_I_M_free_yakata_boss_nsc.bin |
| 50: Low clouds | d_2d_I_M_free_kinoko3_UR_nsc.bin |
| 51: Foggy forest | d_2d_W_M_free_jungle2_nsc.bin |
| 52: Desert (pyramids) | d_2d_I_M_free_sabaku2_UR_nsc.bin |

| Slot | Tilemap |
|--|---------------------------------------|
| 53: Desert (with underground bit) | d_2d_I_M_free_sabaku3_SR_nsc.bin |
| 54: Foggy forest | d_2d_W_M_free_jungle2_nsc.bin |
| 55: Final boss battle | d_2d_I_M_free_koopa_boss_nsc.bin |
| 56: Volcanoes 2 (outside) | d_2d_W_M_free_kazan_nsc.bin |
| 57: Underwater cave | d_2d_W_M_free_suichu2_mizu_UR_nsc.bin |
| 58: Light grey castle (W8 Castle 1) | d_2d_I_M_free_yakata_nise_UR_nsc.bin |
| 59: Yellow clouds (Desert) | d_2d_I_M_free_kumo2_R_nsc.bin |
| 60: Beach (world 6 style, with bushes) | d_2d_W_M_free_kaigan2_UR_nsc.bin |
| 61: Medium clouds | d_2d_I_M_free_yakata_bossW7_nsc.bin |
| 62: Stone wall | d_2d_W_M_free_choropu_nsc.bin |
| 63: Mummy-Pokey battle | d_2d_I_M_free_sabaku_boss_UR_nsc.bin |
| 64: Desert (pyramids) | d_2d_I_M_free_sabaku_UR_nsc.bin |
| 65: Desert (pyramids) | d_2d_I_M_free_sabaku_UR_nsc.bin |
| 66: Desert (pyramids, higher) | d_2d_I_M_free_sabaku4_nsc.bin |
| 67: Empty | None |
| 68: Empty | None |
| 69: Empty | None |
| 70: Empty | None |
| 71: Empty | None |
| 72: Empty | None |
| 73: Empty | None |
| 74: Empty | None |
| 75: Grassland (hills and clouds) | d_2d_I_M_free_nohara_VS_UR_nsc.bin |

Bottom Backgrounds

| Slot | Tilemap |
|---|-----------------------------------|
| 0: Grassland (orange hills and clouds) | d_2d_I_M_back_nohara_UR_nsc.bin |
| 1: Castle | d_2d_I_M_back_yakata_UR_nsc.bin |
| 2: Desert (blue sky, pyramids, W2-Cannon) | d_2d_I_M_back_dokan_W2_UR_nsc.bin |
| 3: Underground | d_2d_I_M_back_chika_R_nsc.bin |
| 4: Clouds | d_2d_I_M_back_kumo_R_nsc.bin |

| Slot | Tilemap |
|--|--------------------------------------|
| 5: Underwater | d_2d_W_M_back_suichu_UR_nsc.bin |
| 6: Desert (yellow sky, pyramids) | d_2d_I_M_back_sabaku_UR_nsc.bin |
| 7: Volcanoes 1 (inside) | d_2d_W_M_back_yougan_nsc.bin |
| 8: Grassland (pastel hills and clouds) | d_2d_I_M_back_nohara_W1_1_nsc.bin |
| 9: Background clouds | d_2d_W_M_back_kaigan_UR_nsc.bin |
| 10: Background mountains | d_2d_W_M_back_kazangake2_UR_nsc.bin |
| 11: Forest | d_2d_W_M_back_jungle_nsc.bin |
| 12: Grassland (blue/white hills and clouds) | d_2d_I_M_back_nohara2_UR_nsc.bin |
| 13: Background clouds 2 [Unused] | d_2d_I_M_back_kinoko_nsc.bin |
| 14: Background clouds 2 [Unused] | d_2d_I_M_back_kinoko_nsc.bin |
| 15: Volcanoes 2 (outside) [including raining debris] | d_2d_W_M_back_kazan_nsc.bin |
| 16: Volcanoes 3 (outside) [Unused] | d_2d_W_M_back_kazangake_nsc.bin |
| 17: Snowy trees | d_2d_I_M_back_setsugen_UR_nsc.bin |
| 18: Snowy hills | d_2d_I_M_back_setsugen2_UR_nsc.bin |
| 19: Background clouds (W4-Cannon) | d_2d_I_M_back_dokan_W4_UR_nsc.bin |
| 20: Desert (blue sky, pyramids, higher) | d_2d_I_M_back_sabaku5_nsc.bin |
| 21: Bonus room (NES Mario and Luigi 1) | d_2d_I_M_back_mame_nsc.bin |
| 22: Volcanoes 3 (outside) [Unused] | d_2d_W_M_back_kazangake_nsc.bin |
| 23: Ghost house | d_2d_S_M_back_obakeyasiki_UR_nsc.bin |
| 24: Background mountains | d_2d_W_M_back_kazangake2_UR_nsc.bin |
| 25: Background mountains | d_2d_W_M_back_kazangake2_UR_nsc.bin |
| 26: Purple sky (W5-Cannon) | d_2d_I_M_back_dokan_W5_UR_nsc.bin |
| 27: Grassland (orange hills and clouds) | d_2d_I_M_back_nohara_UR_nsc.bin |
| 28: Snowy hills | d_2d_I_M_back_setsugen2_UR_nsc.bin |
| 29: Pipes | d_2d_W_M_back_dokansoto_R_nsc.bin |
| 30: Empty | None |
| 31: Volcano tower | d_2d_W_M_back_yougantate_R_nsc.bin |
| 32: Castle 2 | d_2d_I_M_back_toride_UR_nsc.bin |
| 33: Clouds with orange hills at back | d_2d_I_M_back_kinoko3_UR_nsc.bin |
| 34: Snowy hills (W1-Cannon) | d_2d_I_M_back_dokan_W1_UR_nsc.bin |
| 35: Cave | d_2d_I_M_back_chika3_R_nsc.bin |

| Slot | Tilemap |
|--|---------------------------------------|
| 36: Stalagmites (glitchy) [Unused] | d_2d_I_M_back_chika2_R_nsc.bin |
| 37: Dark world 1 (dead trees, purple clouds) | d_2d_I_M_back_koopa_heigen_UR_nsc.bin |
| 38: Dark world 2 (rocks, purple clouds) | d_2d_I_M_back_koopa_iwa_UR_nsc.bin |
| 39: Tower | d_2d_I_M_back_toride_UR_nsc.bin |
| 40: Ghost house exit | d_2d_S_M_back_obake_soto_UR_nsc.bin |
| 41: Final Castle (Normal Jyotyu) | d_2d_I_M_back_koopa_shiro_UR_nsc.bin |
| 42: Toad house 1 | d_2d_W_M_back_kinokoA_nsc.bin |
| 43: Toad house 2 | d_2d_W_M_back_kinokoB_nsc.bin |
| 44: Toad house 3 | d_2d_W_M_back_kinokoC_nsc.bin |
| 45: Final Castle (Blue Jyotyu) | d_2d_I_M_back_koopa_shiro_UR_nsc.bin |
| 46: Toad house 4 | d_2d_W_M_back_kinokoD_nsc.bin |
| 47: Bowser Jr battle | d_2d_I_M_back_toride_boss_nsc.bin |
| 48: Background clouds (tall) | d_2d_W_M_back_kaigan_SR_nsc.bin |
| 49: Boss battle | d_2d_I_M_back_yakata_boss_nsc.bin |
| 50: Background clouds | d_2d_W_M_back_kaigan_UR_nsc.bin |
| 51: Background clouds | d_2d_W_M_back_kaigan_UR_nsc.bin |
| 52: Desert (blue sky, pyramids) | d_2d_I_M_back_sabaku2_UR_nsc.bin |
| 53: Desert (yellow sky, higher) | d_2d_I_M_back_sabaku3_SR_nsc.bin |
| 54: Background mountains | d_2d_W_M_back_kazangake3_UR_nsc.bin |
| 55: Final boss battle | d_2d_I_M_back_koopa_boss_nsc.bin |
| 56: Volcanoes 2 | d_2d_W_M_back_kazan_nsc.bin |
| 57: Underwater cave | d_2d_W_M_back_suichu_UR_nsc.bin |
| 58: Light grey castle (W8 Castle 1) | d_2d_I_M_back_yakata_nise_UR_nsc.bin |
| 59: Yellow clouds (Desert) | d_2d_I_M_back_kumo2_R_nsc.bin |
| 60: Big mountains (higher, world 6 beach) | d_2d_W_M_back_kaigan2_UR_nsc.bin |
| 61: Background clouds | d_2d_I_M_back_yakata_bossW7_nsc.bin |
| 62: Background mountains | d_2d_W_M_back_kazangake2_UR_nsc.bin |
| 63: Mummy-Pokey battle | d_2d_I_M_back_sabaku_boss_UR_nsc.bin |
| 64: Desert (yellow sky, pyramids) | d_2d_I_M_back_sabaku_UR_nsc.bin |
| 65: Desert (yellow sky, pyramids) | d_2d_I_M_back_sabaku_UR_nsc.bin |
| 66: Desert (blue sky, pyramids, higher) | d_2d_I_M_back_sabaku4_nsc.bin |

| Slot | Tilemap |
|---|------------------------------------|
| 67: Bonus room (NES Lakitu) [Unused] | d_2d_I_M_back2_mame_nsc.bin |
| 68: Bonus room (NES Mario + Bowser) [Unused] | d_2d_I_M_back3_mame_nsc.bin |
| 69: Bonus room (NES M/L swimming) [Unused] | d_2d_I_M_back4_mame_nsc.bin |
| 70: Bonus room (NES Mario and Luigi 2) | d_2d_I_M_back5_mame_nsc.bin |
| 71: Bonus room (NES Mario on vine) [Unused] | d_2d_I_M_back6_mame_nsc.bin |
| 72: Bonus room (NES Mario and Luigi 3) [Unused] | d_2d_I_M_back7_mame_nsc.bin |
| 73: Underground cave (red) | d_2d_I_M_back_chika4_R_nsc.bin |
| 74: Bonus room | d_2d_I_M_back_mame_bonus_nsc.bin |
| 75: Grassland (orange hills and clouds) | d_2d_I_M_back_nohara_VS_UR_nsc.bin |

Parallax Type Tables

Top Backgrounds

| Slot | Type |
|--|------|
| 0: Grassland (hills and clouds) | 3 |
| 1: Castle | None |
| 2: Desert (pyramids, W2-Cannon) | None |
| 3: Underground | None |
| 4: Clouds | 7 |
| 5: Underwater | 2 |
| 6: Desert (pyramids) | None |
| 7: Volcanoes 1 (inside) | None |
| 8: Grassland (Peach Castle) | None |
| 9: Beach (cliffs) | 8 |
| 10: Beach (cliffs) | 8 |
| 11: Forest | None |
| 12: Grassland (blue/white hills and clouds) | 15 |
| 13: Bushes on mountain [Unused] | None |
| 14: Bushes on mountain [Unused] | None |
| 15: Volcanoes 2 (outside) [including raining debris] | 6 |
| 16: Volcanoes 3 (outside) [Unused] | None |

| Slot | Type |
|--|------|
| 17: Snowy trees | None |
| 18: Snowy hills | None |
| 19: Bushes (W4-Cannon) | None |
| 20: Desert sand | None |
| 21: Empty | None |
| 22: Volcanoes 3 (outside) [Unused] | None |
| 23: Ghost house | None |
| 24: Mountains with clouds | 9 |
| 25: Mountains with clouds | 9 |
| 26: Snowy trees (darker, W5-Cannon) | None |
| 27: Grassland (hills and clouds) | None |
| 28: Snowy trees | None |
| 29: Pipes | None |
| 30: Sewer wall (W2-3) | None |
| 31: Volcano tower | None |
| 32: Empty | None |
| 33: Low clouds | 5 |
| 34: Grassland (hills and clouds, W1-Cannon) | None |
| 35: Empty | None |
| 36: Stalagmites (glitchy) [Unused] | None |
| 37: Dark world 1 (dead trees, purple clouds) | 11 |
| 38: Dark world 2 (rocks, purple clouds) | 17 |
| 39: Tower | None |
| 40: Ghost house exit | 12 |
| 41: Final Castle | None |
| 42: Toad house 1 | None |
| 43: Toad house 2 | None |
| 44: Toad house 3 | None |
| 45: Final Castle | None |
| 46: Toad house 4 | None |
| 47: Bowser Jr battle | None |

| Slot | Type |
|--|------|
| 48: Beach (cliffs, tall) | 14 |
| 49: Boss battle | None |
| 50: Low clouds | 5 |
| 51: Foggy forest | None |
| 52: Desert (pyramids) | None |
| 53: Desert (with underground bit) | None |
| 54: Foggy forest | None |
| 55: Final boss battle | None |
| 56: Volcanoes 2 (outside) | 6 |
| 57: Underwater cave | None |
| 58: Light grey castle (W8 Castle 1) | None |
| 59: Yellow clouds (Desert) | None |
| 60: Beach (world 6 style, with bushes) | None |
| 61: Medium clouds | 18 |
| 62: Stone wall | None |
| 63: Mummy-Pokey battle | None |
| 64: Desert (pyramids) | None |
| 65: Desert (pyramids) | None |
| 66: Desert (pyramids, higher) | None |
| 67: Empty | None |
| 68: Empty | None |
| 69: Empty | None |
| 70: Empty | None |
| 71: Empty | None |
| 72: Empty | None |
| 73: Empty | None |
| 74: Empty | None |
| 75: Grassland (hills and clouds) | None |

Bottom Backgrounds

| Slot | Type |
|------|------|
|------|------|

| | |
|--|------|
| 0: Grassland (orange hills and clouds) | 3 |
| 1: Castle | None |
| 2: Desert (blue sky, pyramids, W2-Cannon) | None |
| 3: Underground | None |
| 4: Clouds | 7 |
| 5: Underwater | 2 |
| 6: Desert (yellow sky, pyramids) | None |
| 7: Volcanoes 1 (inside) | None |
| 8: Grassland (pastel hills and clouds) | 19 |
| 9: Background clouds | None |
| 10: Background mountains | None |
| 11: Forest | None |
| 12: Grassland (blue/white hills and clouds) | 15 |
| 13: Background clouds 2 [Unused] | 4 |
| 14: Background clouds 2 [Unused] | None |
| 15: Volcanoes 2 (outside) [including raining debris] | 6 |
| 16: Volcanoes 3 (outside) [Unused] | 1 |
| 17: Snowy trees | 10 |
| 18: Snowy hills | 16 |
| 19: Background clouds (W4-Cannon) | None |
| 20: Desert (blue sky, pyramids, higher) | None |
| 21: Bonus room (NES Mario and Luigi 1) | 20 |
| 22: Volcanoes 3 (outside) [Unused] | None |
| 23: Ghost house | None |
| 24: Background mountains | 9 |
| 25: Background mountains | 9 |
| 26: Purple sky (W5-Cannon) | 11 |
| 27: Grassland (orange hills and clouds) | None |
| 28: Snowy hills | 16 |
| 29: Pipes | None |
| 30: Empty | None |
| 31: Volcano tower | None |

| | |
|--|------|
| 32: Castle 2 | None |
| 33: Clouds with orange hills at back | None |
| 34: Snowy hills (W1-Cannon) | 21 |
| 35: Cave | None |
| 36: Stalagmites (glitchy) [Unused] | None |
| 37: Dark world 1 (dead trees, purple clouds) | 11 |
| 38: Dark world 2 (rocks, purple clouds) | 17 |
| 39: Tower | None |
| 40: Ghost house exit | 12 |
| 41: Final Castle (Normal Jyotyu) | None |
| 42: Toad house 1 | 13 |
| 43: Toad house 2 | 13 |
| 44: Toad house 3 | 13 |
| 45: Final Castle (Blue Jyotyu) | None |
| 46: Toad house 4 | 13 |
| 47: Bowser Jr battle | None |
| 48: Background clouds (tall) | None |
| 49: Boss battle | None |
| 50: Background clouds | None |
| 51: Background clouds | None |
| 52: Desert (blue sky, pyramids) | None |
| 53: Desert (yellow sky, higher) | None |
| 54: Background mountains | None |
| 55: Final boss battle | None |
| 56: Volcanoes 2 | 6 |
| 57: Underwater cave | None |
| 58: Light grey castle (W8 Castle 1) | None |
| 59: Yellow clouds (Desert) | None |
| 60: Big mountains (higher, world 6 beach) | None |
| 61: Background clouds | None |
| 62: Background mountains | None |
| 63: Mummy-Pokey battle | None |

| | |
|---|------|
| 64: Desert (yellow sky, pyramids) | None |
| 65: Desert (yellow sky, pyramids) | None |
| 66: Desert (blue sky, pyramids, higher) | None |
| 67: Bonus room (NES Lakitu) [Unused] | 20 |
| 68: Bonus room (NES Mario + Bowser) [Unused] | 20 |
| 69: Bonus room (NES M/L swimming) [Unused] | 20 |
| 70: Bonus room (NES Mario and Luigi 2) | 20 |
| 71: Bonus room (NES Mario on vine) [Unused] | 20 |
| 72: Bonus room (NES Mario and Luigi 3) [Unused] | 20 |
| 73: Underground cave (red) | None |
| 74: Bonus room | None |
| 75: Grassland (orange hills and clouds) | None |

Parallax Data Tables

TODO: Can we get more detailed information on how type 2 works specifically? Additionally, [add source](#).

Vertical range is relative to the top of the background. Speed is relative to the [background scroll speed](#) the level is set to use, being either automatic scrolling in addition to the background speed (measured by pixels per frame — denoted "ppf") or as a percentage of the background scroll speed. Several types also do not have any parallax data and are not used in any capacity.

Top Backgrounds

Type 1

No parallax data

Type 2

This type doesn't have any meaningful parallax data, but it is special in that it causes the background to wave when liquid is nearby.

Type 3

| Vertical Range | Speed |
|----------------|--------------|
| 0-344px | 0.25ppf left |

Type 4

No parallax data

Type 5

| Vertical Range | Speed |
|----------------|----------------|
| 0-440px | 0.125ppf left |
| 440-512px | 0.3125ppf left |

Type 6

| Vertical Range | Speed |
|----------------|----------------|
| 0-304px | 0.375ppf left |
| 304-320px | 0.3125ppf left |

Type 7

| Vertical Range | Speed |
|-------------------|--------------|
| Entire background | 0.25ppf left |

Type 8

| Vertical Range | Speed |
|----------------|---------------|
| 0-312px | 0.25ppf left |
| 312-344px | 0.125ppf left |

Type 9

| Vertical Range | Speed |
|----------------|--------------|
| 0-328px | 0.25ppf left |

Type 11

| Vertical Range | Speed |
|----------------|----------------|
| 0-255px | 0.25ppf left |
| 255-335px | 0.1875ppf left |

Type 12

| Vertical Range | Speed |
|----------------|--------------|
| 0-319px | 0.25ppf left |

Type 13

No parallax data

Type 14

| Vertical Range | Speed |
|----------------|--------------|
| 0-39px | 0.25px left |
| 39-55px | 0.125px left |

Type 15

| Vertical Range | Speed |
|----------------|---------------|
| 0-247px | 0.375ppf left |
| 247-311px | 0.5ppf left |

Type 16

No parallax data

Type 17

| Vertical Range | Speed |
|----------------|--------------|
| 0-327px | 0.25ppf left |

Type 18

| Vertical Range | Speed |
|----------------|----------------|
| 0-359px | 0.25ppf left |
| 359-512px | 0.4375ppf left |

Type 19

No parallax data

Type 20

No parallax data

Type 21

No parallax data

Bottom Backgrounds

Type 1

| Vertical Range | Speed |
|----------------|--------|
| 384-512px | 162.5% |

Type 2

This type doesn't have any meaningful parallax data, but it is special in that it causes the background to wave when liquid is nearby.

Type 3

| Vertical Range | Speed |
|----------------|---------------|
| 0-344px | 0.125ppf left |

Type 4

| Vertical Range | Speed |
|----------------|---------------|
| 0-384px | 0.125ppf left |

Type 5

No parallax data

Type 6

| Vertical Range | Speed |
|----------------|----------------|
| 0-335px | 0.25ppf left |
| 335-351px | 0.1875ppf left |
| 351-367px | 0.125ppf left |
| 367-375px | 0.0625ppf left |

Type 7

| Vertical Range | Speed |
|-------------------|---------------|
| Entire background | 0.125ppf left |

Type 8

No parallax data

Type 9

| Vertical Range | Speed |
|----------------|---------------|
| 0-360px | 0.125ppf left |

Type 10

| Vertical Range | Speed |
|----------------|----------------|
| 0-231px | 0.25ppf left |
| 231-263px | 0.1875ppf left |
| 263-335px | 0.125ppf left |
| 335-351px | 0.0625ppf left |

Type 11

| Vertical Range | Speed |
|----------------|----------------|
| 0-327px | 0.125ppf left |
| 327-399px | 0.0625ppf left |

Type 12

| Vertical Range | Speed |
|----------------|---------------|
| 0-327px | 0.25ppf left |
| 327-359px | 0.125ppf left |

Type 13

| Vertical Range | Speed |
|----------------|----------------|
| 0-383px | 0.25ppf left |
| 383-391px | 0.1875ppf left |
| 391-399px | 0.125ppf left |
| 399-407px | 0.0625ppf left |

Type 14

No parallax data

Type 15

| Vertical Range | Speed |
|----------------|----------------|
| 0-279px | 0.0625ppf left |
| 279-335px | 0.125ppf left |
| 335-364px | 0.25ppf left |

Type 16

| Vertical Range | Speed |
|----------------|----------------|
| 0-135px | 0.0625ppf left |
| 135-247px | 0.125ppf left |
| 247-319px | 0.1875ppf left |
| 319-343px | 0.3125ppf left |

Type 17

| Vertical Range | Speed |
|----------------|----------------|
| 0-351px | 0.125ppf left |
| 351-391px | 0.0625ppf left |

Type 18

No parallax data

Type 19

| Vertical Range | Speed |
|----------------|---------------|
| 0-295px | 0.375ppf left |
| 295-342px | 0.25ppf left |
| 342-375px | 0.125ppf left |

Type 20

| Vertical Range | Speed |
|-------------------|--------------|
| Entire Background | 0.5ppf right |

Type 21

| Vertical Range | Speed |
|----------------|---------------|
| 0-215px | 0.125ppf left |
| 215-319px | 0.25ppf left |
| 319-343px | 0.375ppf left |

Jyotyū Palette Tables

The bottom background slot determines the [jyotyū](#) and [enemy](#) palettes used in the course.

| Slot | Palette |
|------|---------|
|------|---------|

| | |
|--|--------|
| 0: Grassland (orange hills and clouds) | Normal |
| 1: Castle | Blue |
| 2: Desert (blue sky, pyramids, W2-Cannon) | Normal |
| 3: Underground | Blue |
| 4: Clouds | Normal |
| 5: Underwater | Normal |
| 6: Desert (yellow sky, pyramids) | Normal |
| 7: Volcanoes 1 (inside) | Red |
| 8: Grassland (pastel hills and clouds) | Normal |
| 9: Background clouds | Normal |
| 10: Background mountains | Normal |
| 11: Forest | Normal |
| 12: Grassland (blue/white hills and clouds) | Normal |
| 13: Background clouds 2 [Unused] | Normal |
| 14: Background clouds 2 [Unused] | Normal |
| 15: Volcanoes 2 (outside) [including raining debris] | Normal |
| 16: Volcanoes 3 (outside) [Unused] | Normal |
| 17: Snowy trees | Grey |
| 18: Snowy hills | Grey |
| 19: Background clouds (W4-Cannon) | Normal |
| 20: Desert (blue sky, pyramids, higher) | Normal |
| 21: Bonus room (NES Mario and Luigi 1) | Normal |
| 22: Volcanoes 3 (outside) [Unused] | Normal |
| 23: Ghost house | Grey |
| 24: Background mountains | Normal |
| 25: Background mountains | Normal |
| 26: Purple sky (W5-Cannon) | Normal |
| 27: Grassland (orange hills and clouds) | Normal |
| 28: Snowy hills | Normal |
| 29: Pipes | Blue |
| 30: Empty | Normal |
| 31: Volcano tower | Red |
| 32: Castle 2 | Normal |

| | |
|--|--------|
| 33: Clouds with orange hills at back | Normal |
| 34: Snowy hills (W1-Cannon) | Normal |
| 35: Cave | Blue |
| 36: Stalagmites (glitchy) [Unused] | Blue |
| 37: Dark world 1 (dead trees, purple clouds) | Red |
| 38: Dark world 2 (rocks, purple clouds) | Red |
| 39: Tower | Blue |
| 40: Ghost house exit | Normal |
| 41: Final Castle (Normal Jyotyu) | Normal |
| 42: Toad house 1 | Normal |
| 43: Toad house 2 | Normal |
| 44: Toad house 3 | Normal |
| 45: Final Castle (Blue Jyotyu) | Blue |
| 46: Toad house 4 | Normal |
| 47: Bowser Jr battle | Blue |
| 48: Background clouds (tall) | Normal |
| 49: Boss battle | Blue |
| 50: Background clouds | Normal |
| 51: Background clouds | Normal |
| 52: Desert (blue sky, pyramids) | Normal |
| 53: Desert (yellow sky, higher) | Normal |
| 54: Background mountains | Normal |
| 55: Final boss battle | Normal |
| 56: Volcanoes 2 | Normal |
| 57: Underwater cave | Normal |
| 58: Light grey castle (W8 Castle 1) | Blue |
| 59: Yellow clouds (Desert) | Normal |
| 60: Big mountains (higher, world 6 beach) | Normal |
| 61: Background clouds | Blue |
| 62: Background mountains | Normal |
| 63: Mummy-Pokey battle | Normal |
| 64: Desert (yellow sky, pyramids) | Normal |
| 65: Desert (yellow sky, pyramids) | Normal |

| | |
|---|--------|
| 66: Desert (blue sky, pyramids, higher) | Normal |
| 67: Bonus room (NES Lakitu) [Unused] | Normal |
| 68: Bonus room (NES Mario + Bowser) [Unused] | Normal |
| 69: Bonus room (NES M/L swimming) [Unused] | Normal |
| 70: Bonus room (NES Mario and Luigi 2) | Normal |
| 71: Bonus room (NES Mario on vine) [Unused] | Normal |
| 72: Bonus room (NES Mario and Luigi 3) [Unused] | Normal |
| 73: Underground cave (red) | Blue |
| 74: Bonus room | Normal |
| 75: Grassland (orange hills and clouds) | Normal |

Revision #5

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